

Abstrak: Tujuan penelitian ini untuk mengetahui kelayakan dan efektivitas pengembangan modul praktikum digital pada pemrograman dasar terhadap hasil belajar praktikum peserta didik. Penelitian ini dilaksanakan pada siswa kelas X Teknik Komputer Jaringan di SMK Swasta Amanah semester ganjil tahun pelajaran 2022/2023. Metode penelitian *Research and Development (R&D)* dengan menggunakan model pengembangan ADDIE. Hasil validasi menunjukkan bahwa pembelajaran praktikum dengan modul praktikum digital termasuk dalam kategori “layak” untuk digunakan. Hasil penelitian menunjukkan bahwa modul praktikum digital ini sangat layak untuk diterapkan dan digunakan dalam pembelajaran praktikum. Hasil Analisis *Independent sample t test* menunjukkan hasil $t_{hitung} > t_{tabel}$ yaitu $2,113 > 2,048$ dan sig. (2-tailed) $< 0,05$ yaitu $0,039 < 0,05$, diputus bahwa H_0 ditolak sehingga H_a dapat diterima. Dengan demikian dapat disimpulkan Pembelajaran menggunakan Modul Praktikum Digital pada Pemrograman Dasar efektif terhadap terhadap hasil belajar Praktikum pemrograman Dasar siswa kelas X Teknik Komputer Jaringan SMK Swasta Amanah.

Kata Kunci: *Kelayakan, Efektivitas, Modul Praktikum, Pemrograman Dasar.*

Abstract: The purpose of this study is to determine the feasibility and effectiveness of developing digital practicum modules on basic programming on student practicum learning outcomes. This research was carried out on class X students of Network Computer Engineering at SMK Swasta Amanah in the odd semester of the 2022/2023 academic year. *Research and Development (R&D)* research methods using the ADDIE development. The validation results show that practicum learning with digital practicum modules is included in the category of "feasible" to use. The results showed that this digital practicum module is very feasible to be applied and used in practicum learning. The results of the *Independent sample t test* analysis showed the results of $t_{count} > t_{table}$ which is $2.113 > 2.048$ and sig. (2-tailed) < 0.05 i.e. $0.039 < 0.05$, it was decided that H_0 was rejected so that H_a was acceptable. Thus, it can be concluded that learning using the Digital Practicum Module on Basic Programming is effective against the learning outcomes of Basic programming practicum students of class X Network Computer Engineering of SMK Swasta Amanah

Keywords: *Feasibility, Effectiveness, Practicum Module, Basic Programming.*